

Reconfigurable Environment For Analysis and Test of Software Systems (REATSS)

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REATSS Provides Powerful Technologies for Detection of Defects in Safety and Mission Critical Software

essional, Proactive, Proficient, Process-B

- REATSS is an innovative project to incrementally develop and integrate interoperable simulation tools that can be rapidly reconfigured to exercise flight subsystems against a wide range of possible variables as a means of verifying and validating embedded flight software.
- REATSS is an investment in NASA IV&V technical capability and human capital.
- REATSS provides the NASA IV&V Facility with a very powerful and modern technology that will be viewed by program managers as a Value-Added resource to efficiently identify flight software flaws and latent defects that may jeopardize flight safety, performance, and mission success.



REATSS Enables IV&V Facility to Detect Critical Problem Classes Beyond Static Analyses

- System/Algorithm stability and performance margin
- Race conditions, synchronization
- Interface discordance
- Hardware Sensor/Effector control
- Error/exception handling
- Control/branching logic including state transitions
- Operations at input domain boundaries
- Statistical performance

Proactive, Proficient, Process-Base



REATSS Phase 0 Accomplishments

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- Hired key subject matter experts (sim, avionics testing, etc.)
- Performed business case analysis
- Performed Project Simulation and Test Needs Analysis for 60+ Projects
 - Top near term candidates STEREO, Pluto-Kuiper, Shuttle CAU, JWST, Mars 07 Phoenix, DAWN
- Delivered catalog of 40+ Simulation and Test Technologies
- Developed REATSS Roadmap Concept of operation, architecture, and technology evolution plans
 - Delivered the REATSS Core architectural design
 - Validated REATSS Core design through hands-on evaluations of Key technologies (Trick, NDDS, T-VEC, Reactis, and Triakis)
- Delivered REATSS Implementation Plan
 - Core development & target projects (JWST, Mars 07, DAWN)
 - Apply existing sim and test technologies (STEREO, PKB, CAU)

REATSS 3 Year Plan Phase 1 Phase 2 REATSS Core Release 1 Dev **REATSS Configuration** Apply Existing S&T "Simple Spacecraft Sim" DAWN Apply REATSS Core Net Centric Communication •Mars 07 – Phoenix Executive & Mode Control •JWST Data recording/checkpoint Phase 3 Visualization Training Input Processing Run-time reconfiguration **REATSS Config** •TBD x 10 **PKB** Release 2 Dev T-VEC, Reactis Training "Higher Fidelity Testing" **STEREO** Models, Emulators SSP CAU Processor Emulation Sys & Env Models, **Training** CPUs. RTOS. More subsystem models Emulators Parallel Processing **TBD** Atmospheric Flight Release 3 Dev **TBD** "Remote Integration" •Integrate remote sites Sim and Test Toolbox **TBD Projects:** IFCS, Kepler, AIM, THEMIS, Duplicate Resources T-VEC, Reactis, MATLAB, WISE, SDO, FTS, SIM, X-43 Triakis, STAMPS, Trick, NDDS, VxWorks Management Management Management Business Processes Asset management Asset Management S&T Needs Analysis S&T Needs Analysis S&T Needs Analysis • CCB • CCB • CCB



Phase 1 Summary

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Task	Results/Benefits
WBS 1 - REATSS Mgt • Implement Business processes • Project Needs analysis • CCB	 Maintain focus on NASA problems Delivery of value added capabilities as coordinated across NASA and IV&V contractors
WBS 2 - Apply existing S&T technologies • Existing Engineering Sims and Off the Shelf products • User Support and Training	 Increases IV&V Facility S&T skills Transfer technologies/assets to Core Reduce errors and increase confidence in NASA systems.
 WBS 3 – Develop REATSS Baseline Technical Architectural Design Develop First Generation REATSS Apply REATSS solutions on 1+ projects Define requirements for Second Generation REATSS 	 Establishes capability for use and reuse of S&T components within a 2 to 3 host distributed environment Reduces risk of second generation distributed REATSS solutions Reduce errors in NASA software



Select Phase 1 Capabilities

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- WBS 1, REATSS Management
 - Configuration Control Board
- WBS 2, Apply existing S&T technologies
 - 5+ System and/or subsystem simulations that have reuse potential for other space vehicles and the REATSS Core.
 - 15+ members of the IV&V technical staff skilled in the use of advanced simulation based software V&V techniques.
- WBS 3, Develop REATSS Core
 - Functioning spacecraft simulation that employs a state of the art reusable architecture.
 - 6+ members of the IV&V staff skilled in the development of vehicle simulations and test beds, state of the art network centric architectures, and designing systems for reuse.



Phase 1 Application of S&T Technology

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Pluto Kuiper

- Use MATLAB/Simulink with Reactis and T-VEC testing tools to validate models
 - GN&C and Redundancy Management

STEREO

 Employ Triakis standalone PC based ICOSIM and processor emulation to validate Flight Software

Shuttle Cockpit Avionics Upgrade (CAU)

- Test CDP and MDU software in hybrid sim/test set
 - Use CDP Power PC hardware on VME backplane running VxWorks
 - Use MDU emulator or PC capable of running VAPS
 - Drive CDP data input through use of STAMPS engineering sim or scripted data sets



Summary

- REATSS positions NASA IV&V for long term success
 - Cost effective state of the art simulation and test capability
 - Human capital investment
- Project has identified Sim and Test technologies that can be applied today and have role in REATSS Core
- Team has evaluated key technologies increasing confidence in the REATSS Core Design
- REATSS team is ready to move forward with Core development and application of Sim and Test technologies